Ascension

Ascension

Build. Destroy. Attack. Defend.
An endless loop of conflict.
You will only know the true chaos of your actions
once you rise to the top, cast off the shackles of the
Purgatory beneath and gain Ascension.

Use every tactic, spell and attack at your disposal to
destroy your opponents and all they have built.
They cannot show mercy. Nor can you.

Ascension is a board building game where players
construct their playspace as they play.
Use spells and attacks and try to take out other
Players as well as the board around them.

Escape mazes, decipher spells,
draw and summon monsters, test your telepathic
abilities and as always, serve the luck of the dice.

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Ascension

A game for 2 - 6 players.

Box Contents:

1x Game Board

6x Player Pieces
6x Life Counters

24x Tiles
2x Tower Sections
2x d7 Dice
2x d20 Dice

1x Abilites Card
2x Poisoned Chalice Cards
3x Confuse Cards
30x Entrap Cards
40x Summon Cards
50x Life Steal Cards

15x Entrap and Confuse Tokens

1x Drawing Tablet
1x Rulebook
1x Timer

Board Instructions
Unfold the board.
Affix the 2 Tower Sections together and place in the centre of the Board.

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Objectives and Rules

The object of the game is to Ascend the Tower, or to eliminate all other Players. Players Ascend the Tower by constructing levels using Tiles.
Players use Abilities gained by landing on Tiles to attack other Players and Tiles.

To Begin
Assemble the Board. Place the Player Pieces in the Base Corners.
To start, all Players must roll a d20. The Player closest to 13 goes first, with play proceeding from the left.

Turns
A single turn is comprised of the following actions in order:

- Roll both d7s.

- Player moves according to the GREEN d7.

- Player receives a Tile according to the RED d7.

- Placement of Tile
  (within 1 space or level of the Player including directly underneath them).

- Play Ability on Tile.

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Objectives and Rules (cont)

Player Movement
Players can move in any direction.
Players cannot return to a space previously passed through in the same turn.
Vertical moves cost one additional move per level.
Players cannot travel through Tiles.
Players cannot share a space with another Player, but can pass through them.
If a Player cannot move due to being blocked by Tiles, the Player must use as much of the movement as possible then forfeit the the rest of that movement.

Life, Death and Resurrection
Players have a starting HP of 99, and are capped at this amount .
HP is to be displayed on their Life Counters.
Once a Players HP has been fully depleted, they must return to their Base Corner.
Players can come back from Death by rolling all dice (2xd7, 2xd20) and scoring 33 or over on their next turn.
When a Player Resurrects, they receive HP according to the roll that freed them, and plays their turn according to the 2x d7s.

Players CAN be attacked while in their bases, any damage or effects that are incurred must be applied BEFORE they escape.

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Objectives and Rules (cont)

Ascension
Ascension can only be gained by physcially reaching the summit of the Tower by placing Tiles adjacent to it, x3 Tiles high.

Once a Player has reached a Tile adjacent to the summit of the Tower, on their next turn they must roll using all dice (2xd7, 2xd20) and score a 33 or above to Ascend and take their rightful place above all others.

Failed rolls destroy the Tile the Player is standing upon and inflict damage according to the roll.

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Game Variations

Ascension can also be played according to the following Game Variations. Game Variations can also be combined! Please decide BEFORE play begins.

Ascended

Upon a Player Ascending the Tower, instead of winning and the game being over, the Player remains at the top and play continues. The Player heals to 99 HP.
The Player is unable to move, however can select an Ability once per turn using the Red d7. Play continues until all other Players are dead or another Player kills the Player holding the high ground, becoming the winner.

Necromancer

Ressurrection is not allowed.
At any point in the game, a Player can roll a 33 to bring another Player back from the dead, as many times as is wanted. If less than 33 is rolled, Player receives that damage.
The Player returned from the dead receives 33 HP.
The Player returned from the dead cannot attack the summoning Player for 3 turns, and must direct Abilities according to the Necromancers wishes for 3 turns.

Half-Life

All players begin with 50 HP and are capped at this value.
All healing effects are doubled. Players use 1x d20 to move.
Players cannot return to a space they have moved through in the current turn.

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Tiles

24 Tiles to be used communally.
Tiles can be placed anywhere within 1 space and level of the Player.
Tiles can be stacked on top of each other, a maximum 3 Tiles high.
One Tile is selected per turn, according to the roll of the Red d7.

1 or 7	Physical Attack
2	Entrap
3	Confuse
4	Life Steal
5	Poisoned Chalice
6	Summon

If the rolled for Tile is unavailable, a Physical Attack Tile is received and be placed under the Player, who must direct this Attack against a Tile.

If no Tiles are available, Players do not receive a Tile and a Physical Attack must be played against a Tile.

If no Tile can be placed, Players do not receive a Tile and a Physical Attack must be played against a Tile.

When landing on a Tile, Players MUST play the Ability on that Tile.

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Tiles (cont)

All Tiles have an HP of 10.
Only Physical Attacks can be directed at Tiles, using 1x d20.
Against 1x Tile, Players must roll a 10 or above.
Against 2x Tiles, Players must roll a 15 or above.
Against 3x Tiles, Players must roll a 20.

Failing Attacks rebound on the Player inflicting the equivalent damage.

All destroyed Tiles must be removed from the board.

If Tiles are destroyed while a Player is standing on them, that Player receives 2HP damage per destroyed Tile.
If 3x Tiles are destroyed under a Player, they receive 20HP damage.

Abilities: Magical and Physical Attacks
Abilites are drawn from the Tile a Player lands upon.
Be careful however, as every Ability has the power to inflict damage on the Player instead of their Target.

All abilities MUST have line of sight.

Magical Attacks can only be targeted at Players.

Magical Attacks can be used at ANY distance as long as the Target is within the line of sight.

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Abilities: Magical and Phyisical Attacks

Physical Attack

Selected by either a 1 or a 7 from the Red d7.

Player selects another Player or Tile as their Target within a 3 space distance.

Roll 1xd20 to decide damage.

During a Physical Attack the Target Player must defend themselves by using 1xd20

Both Players roll at the same time.

An Attacking roll of equal to or greater than the value of the defending roll means the attack is successful and inflicts damage to the Target Player according to the attacking roll.

An Attacking roll of lesser value than the defending roll inflicts damage to the Initial Player, to the value of the defending roll minus the attacking roll.

See Tiles (cont) for rules governing Physical Attacks directed at Tiles.

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Abilities: Magical and Phyisical Attacks

Entrap

Selected by a 2 from the Red d7.

The Initial Player selects another Player as their Target.

The Target Player must select an Entrap card
and start the timer.

The Target Player must escape the maze before
the timer runs out.

Failure to escape results in the loss of a turn
for the Target Player.
The Target Player receives 1x Entrap token, returned
as the turn is missed.

A successful escape results in the loss of 1 turn for the
Initial Player.
The Initial Player receives 1x Entrap token,
returned as the turn is missed.

When a Player has an Entrap token all
damage received is doubled.

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Abilities: Magical and Phyisical Attacks

Confuse

Selected by a 3 from the Red d7.

The Initial Player selects another Player as their Target.

The Initial Player receives the three Confuse cards,
and must display them for the Target Player

The Initial Player then retrieves the Confuse cards,
and selects one, holding it in front of the Target Player
so its face cannot be seen.

The Target Player must correctly divine the symbol
on the card being held by the Initial Player.

Failure by the Target Player means that their next
Ability is directed at themselves.
The Target Player receives 1x Confuse token,
returned as their next Ability is played.

Success by the Target Player means that the Initial
Players next Ability is directed at themselves.
Initial Player receives 1x Confuse token, returned as
their next Ability is played.

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Abilities: Magical and Phyisical Attacks

Life Steal

Selected by a 4 from the Red d7.

The Initial Player selects another Player as their Target.

The Initial Player selects 3x Life Steal card. The timer must be started as the first card is read out.

Target Players can Pass, counting as an incorrect answer.

Correct and incorrect answers score in the following ways. Damage and HP gains are decided with a roll of the dx20.

Answers	Actions
00 Correct	1x Damage to Target 1x HP gain to Initial
01 Correct	1/2x Damage to Target 1/2x HP gain to Initial
02 Correct	1/4x Damage to Target 1/4x HP gain to Initial
03 Correct	1x Damage to Inital 1x HP gain to Target

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Abilities: Magical and Phyisical Attacks

Poisoned Chalice

Selected by a 5 from the Red d7.

The Initial Player selects another Player as their Target.

The Initial Player draws both Poisoned Chalice cards, one Poison, one Elixer.
The Initial Player selects one to give face down to the Target Player.

The Target Player must decide whether to retain the received card, or swap it with the Initial Player.

Once the Target Player has decided, both cards are revealed.

Whomever holds the Poisoned card recevies damage according to a roll of the d20.

Whomever holds the Elixer card receives HP according to a roll of the d20.

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Abilities: Magical and Phyisical Attacks

Summon

Selected by a 6 from the Red d7.

The Initial Player selects another Player as their Target.

The Initial Player must select a Summon card.

The Initial Player then draws the image as directed on the Summon card for the Target Player to guess, within the time limit.

The number of correct guesses acts as a multiplier for damage incurred by a roll of the d20.
No correct answers equals x1 damage.
One correct answer equals x2 damage, proceeding accordingly.

After the timer has finished, 2x d20s are rolled.
1x d20 dicates damage.
1x d20 decides on which Player receives the damage.
An odd roll inflicts the damage on the Target Player.
An even roll inflicts the damage on the Initial Player.

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Hints and Tips

Attack Tiles, not just Players

Ascension is as much about hindering the opposition as it is destroying them. If a Player looks like they may reach the top of the Tower before you, attack the Tiles they rely on to reach that goal.

Obscure and Evade

Remember, attacks from other Players can only be achieved through line of sight! Use Tiles and different levels to obscure their view and evade their attacks.

Form alliances

Tactics can play a big role in Ascension. Form alliances, attack strategically to maximise your chances of success. Always remember however, only one can Ascend.